

# THE TRILEGOVIAN CLUSTER

## A Full Thrust: Project Continuum Sourcebook

By Ross L Hart (designed June 2022)

There are a number of different factions in the Trilegovian Cluster, with varying 'tech levels'. Based on the initial inspiration where some factions looked as though they had spin habitats, I used three tech levels—advanced, standard and low. Low-tech ships have standard main drives, showing the lower manoeuvrability caused by the spin habitats. Standard and advanced tech ships have advanced main drives, showing not so much their advanced tech, but more the ability to turn without worrying about the spin habitat. Advanced tech has the UNSC 3-row hull, advanced fire cons and phasers. I decided to use pulse torpedoes and missiles (both MT and SML) this time, although there aren't that many ships using pulse torpedoes, focusing instead on weapons using the beam dice mechanism. In addition, I use the standard FT fighter bays of 9 MASS rather than 6 MASS with a number of launch tubes/flight decks.

Note: because of the basis of the design, most factions lack escort-scale hulls, with the smallest FTL hull being hull-40 in most cases. There are generic light units, but they lack FTL and must be transported by FTL tenders, which are civilian designs, or a specialist design, which was at one point going to use the area screens or ECM, but I decided in the end against it.

Following all the ship designs is an imperial tech base list (worked out from section 15 of the FT:PC book) which includes the types of fighter available to each faction

For those of you who enjoy correct internal pronunciation:

Imperial Union of Onlashu  
Satteragur Coalition  
United Kingdom of Atuhle  
Federation of HunuLeummeto  
Federal Union of RaurRastenta  
Federal Republic of Onahraatsuur  
August Federation of Delaritne'ah  
Empire of OrelruLad-ras  
Dominion of Karessangan  
Ata-nat Coalition  
Empire of Todanat

On-La-Shu  
Sat-Er-Ah-Gur  
A-Too-Lay  
Hoo-Noo-Lay-Um-Meh-To  
Raw-Rah-Sten-Ta  
On-Ah-Raht-Sew-Er  
De-La-Writ-Ne-Ah  
O-Rel-Rul-Lad-Raz  
Kar-Ess-San-Gan  
A-Ta-Nat  
Tod-A-Nat

## Civilian Ships and Generic Warships

Because of the limitations of FTL drives, civilian ships are split into two groups—intra-system freighters and interstellar freighters. Interstellar freighters carry bulk cargo, but their main use is transporting multiple intra-system freighters which can transport cargo to multiple destinations in a system, ensuring that waiting times for cargoes is reduced. For example, if in use in human space, a light interstellar freighter might end up carrying single-refined ores from Barnard to the Terran Navy shipyards of Jupiter, but also carry three medium and twelve light intra-system freighters to transport electronic goods to America, Asia, Mars and the asteroid belt.

Civilian ships are constructed by the Ata-nat Coalition and the Empire of Todanat, two powers inhabiting the same system of Anat, a three-star system with at least seven asteroid belts and one system-englobing asteroid field. Both powers fought each other for centuries, but a desire to end the conflict saw both sides turn the system into a veritable fortress, and then saw both sides turn to building civilian ships, light warships and, after a few years, battle-tenders for the entire cluster. Such was their success in ship construction that all factions purchase light warships from the Anat shipyards, but they still construct their own. Typically those factions equipped with advanced drives build their own light warships in greater proportions to those bought from Anat shipyards to enable their lighter warships to match the nimbleness of their larger warships.

### Light Intra-System Freighter

TMF: 5  
NPV: 12  
CPV: 8  
Hull: 1 hull integrity (1) 1 crew  
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Main Drive: 4  
1 PDS  
Cargo Hold: 2 MASS (2)

### Medium Intra-System Freighter

TMF: 10  
NPV: 21  
CPV: 12  
Hull: 3 hull integrity (1/1/1) 1 crew  
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Main Drive: 2  
1 PDS  
Cargo Hold: 5 MASS (2/2/1)

### Heavy Intra-System Freighter

TMF: 20  
NPV: 39  
CPV: 23  
Hull: 6 hull integrity (2/1/1/1/1) 1 crew  
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Main Drive: 2  
2 PDS  
Cargo Hold: 10 MASS (2/2/2/2/2)

### Light Armed Intra-System Freighter

TMF: 5  
NPV: 16  
CPV: 12  
Hull: 1 hull integrity (1) 1 crew  
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Main Drive: 4  
1 Fire Control  
1 Class-1 Beam  
Cargo Hold: 1 MASS (1)

### Medium Armed Intra-System Freighter

TMF: 10  
NPV: 25  
CPV: 16  
Hull: 3 hull integrity (1/1/1) 1 crew  
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Main Drive: 2  
1 Fire Control  
1 Class-1 Beam  
Cargo Hold: 4 MASS (2/1/1)

### Heavy Armed Intra-System Freighter

TMF: 20  
NPV: 46  
CPV: 30  
Hull: 6 hull integrity (2/1/1/1/1) 1 crew  
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Main Drive: 2  
1 Fire Control  
1 PDS  
2 Class-1 Beams  
Cargo Hold: 8 MASS (2/2/2/1/1)

### Light Interstellar Freighter

TMF: 60

NPV: 154

CPV: 130

Hull: 10 hull integrity (2/2/2/2/2) 2 crew

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Main Drive: 1

Tug-FTL: 90 MASS (typically medium or light intra-system freighters)

1 Fire Control

2 PDS

2 Class-1 Beams

Cargo Hold: 10 MASS (2/2/2/2/2)

Passenger Hold: 5 MASS (1/1/1/1/1)

Boat Bay: 2 MASS

### Heavy Interstellar Freighter

TMF: 120

NPV: 292

CPV: 316

Hull: 20 hull integrity (4/4/4/4/4) 3 crew

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Main Drive: 1

Tug-FTL: 180 MASS (any intra-system freighter--possible 9 heavy)

1 Fire Control

2 PDS

1 Class-2 Beam (F/FP/FS)

3 Class-1 Beams

Cargo Hold: 25 MASS (5/5/5/5/5)

Passenger Hold: 10 MASS (2/2/2/2/2)

Boat Bay: 2 MASS

### Generic Intra-System Inspections Lighter

TMF: 5

NPV: 16 (31)

CPV: 12 (27)

Hull: 1 hull integrity (1) 1 crew

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Main Drive: 4

1 Fire Control

1 Class-1 Transporter Beam

Troop Hold: 1 MASS (1) [Can transport 3 MBPs]

*Factions with advanced drives may upgrade inspection lighters to advanced drives for an increase in 1 to both NPV/CPV [17 (32)/13 (28)]*

### Generic Intra-System Scout

TMF: 5

NPV: 18

CPV: 14

Hull: 1 hull integrity (1) 1 crew

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Main Drive: 8

1 Fire Control

1 Class-1 Beam

*Factions with advanced drives may upgrade scouts to advanced drives for an increase in 2 to both NPV/CPV [20/16]*

### Generic Corvette

TMF: 10

NPV: 35

CPV: 26

Hull: 3 hull integrity (1/1/1) 1 crew

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Main Drive: 6

1 Fire Control

2 Class-1 Beams

1 PDS

*Factions with advanced drives may upgrade corvettes to advanced drives for an increase in 3 to both NPV/CPV [38/29]*

### Generic Frigate

TMF: 20

NPV: 71

CPV: 55

Hull: 6 hull integrity (2/2/1/1) 1 crew

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Main Drive: 5

2 Fire Controls

2 Class-2 Beams (F/FP/AP, F/FS/AS)

2 Class-1 Beams

1 PDS

*Factions with advanced drives may upgrade frigates to advanced drives for an increase in 5 to both NPV/CPV [76/60]*

### Generic Pulse Frigate

TMF: 20

NPV: 71

CPV: 55

Hull: 6 hull integrity (2/2/1/1) 1 crew

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Main Drive: 5

2 Fire Controls

1 Pulse Torpedo (F)

2 Class-1 Beams

1 PDS

*Factions with advanced drives may upgrade pulse frigates to advanced drives for an increase in 5 to both NPV/CPV [76/60]*

### Generic Battle-Tender

TMF: 80

NPV: 250

CPV: 234

Hull: 16 hull integrity (4/4/4/4) 4 crew

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Main Drive: 2

Tug-FTL: 80 MASS (can carry four frigates or up to sixteen scouts)

2 Fire Controls

Level-2 Screens

1 Salvo Missile Rack (F/FP/FS)

3 Class-2 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

2 Class-1 Beams

2 PDS

Cargo Hold: 4 MASS (1/1/1/1)

Passenger Hold: 4 MASS (1/1/1/1)

### Generic Escort Battle-Tender

TMF: 80

NPV: 253

CPV: 237

Hull: 16 hull integrity (4/4/4/4) 4 crew

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Main Drive: 2

Tug-FTL: 80 MASS (can carry four frigates or up to sixteen scouts)

1 Fire Control

1 Advanced ADFC

Level-2 Screens

3 Class-1 Beams

10 PDS

Cargo Hold: 4 MASS (1/1/1/1)

Passenger Hold: 4 MASS (1/1/1/1)

### Generic Missile Frigate

TMF: 20

NPV: 71

CPV: 55

Hull: 6 hull integrity (2/2/1/1) 1 crew

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Main Drive: 5

2 Fire Controls

1 Salvo Missile Rack (F/FP/FS)

2 Class-1 Beams

1 PDS

*Factions with advanced drives may upgrade missile frigates to advanced drives for an increase in 5 to both NPV/CPV [76/60]*

*The battle-tender was used by the two powers of Anat as the primary capital ship, transporting multiple warships. Nowadays the battle-tender is supplied to all factions in the Cluster, as well as the light warships they transported. The battle-tender is found in two types—the standard and the escort. As well as being used by factions to establish a screen of light escorts, they are also used to rotate patrol ships in and out of frontier systems.*

*Unlike generic warships, battle-tenders are never found with advanced drives—the Anat powers never cracked artificial gravity, but their freighters are sufficiently rugged to mean no-one cares too much about using spin habitats when they have a ship that might outlast the stars...*

### Generic Picket Cruiser

TMF: 40

NPV: 175

CPV: 151

Hull: 8 hull integrity (2/2/2/2) 2 crew

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Main Drive: 2

FTL

1 Fire Control

2 Superior Sensors

1 Class-1 Needle Beam (F/FP/FS)

3 Class-1 Beams

1 PDS

Cargo Hold: 4 MASS (1/1/1/1)

Tuffley Cloak

## Raiders

Note: Raiders only get 2 MBPs per MASS of cargo hold. The additional space is reserved for hostage prison cells.

*Note: Initially the raiders were much stronger—too strong, in fact, seeing as I designed them pretty much as standard naval warships, just with 5-row hulls and equipment designed for taking ships. I therefore did two revisions--the first reducing the ships, the second increasing the size but retaining, as much as possible, the same weapons fit, and leaving 10% of the total MASS unused. All but the raider mothership have civilian crews (1 DCP/50) to emphasise their fast strike tactics—if a raider ship or fleet finds themselves in a stand-up fight, someone done goofed...*

### Raider Strike Destroyer

TMF: 30  
NPV: 76 (96)  
CPV: 55 (75)  
Hull: 6 hull integrity (2/1/1/1/1) 1 crew  
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Main Drive: 6  
FTL  
1 Fire Control  
1 PDS  
2 Class-1 Transporter Beams  
Troop Hold: 2 MASS (1/1) [Can carry up to 4 MBPs]  
3 MASS not used

*The strike destroyer is in essence a superheavy assault shuttle designed to charge into the middle of a convoy and use their transporter beams to capture as many freighters as possible.*

### Raider Lance Cruiser

TMF: 40  
NPV: 118 (128)  
CPV: 94 (104)  
Hull: 10 hull integrity (2/2/2/2/2) 1 crew  
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Main Drive: 2  
FTL  
1 Fire Control  
1 Superior Sensors  
1 PDS  
1 Class-3 Needle Beam (F)  
Troop Hold: 1 MASS (1) [Can carry up to 2 MBPs]  
Cargo Hold: 3 MASS (1/1/1)  
4 MASS not used

*The lance cruiser is an enlarged destroyer but sacrifices even more speed to enable the emplacement of the 'needle lance'.*

### Raider Destroyer

TMF: 30  
NPV: 84 (94)  
CPV: 63 (73)  
Hull: 6 hull integrity (2/1/1/1/1) 1 crew  
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Main Drive: 4  
FTL  
1 Fire Control  
1 Enhanced Sensors  
1 PDS  
1 Class-2 Needle Beam (F)  
Troop Hold: 1 MASS (1) [Can carry up to 2 MBPs]  
3 MASS not used

*The destroyer's primary, and only, role is to disable freighters to allow strike destroyers to capture them.*

### Raider Light Cruiser

TMF: 40  
NPV: 114 (124)  
CPV: 90 (100)  
Hull: 10 hull integrity (2/2/2/2/2) 1 crew  
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Main Drive: 4  
FTL  
2 Fire Controls  
1 PDS  
1 Class-2 Beam (F/FP/FS)  
2 Class-1 Needle Beams (F/FP, F/FS)  
2 Class-1 Beams  
Troop Hold: 1 MASS (1) [Can carry up to 2 MBPs]  
4 MASS not used

*The light cruiser is a more 'standard' vessel than other light raider warships, armed with a mix of standard and needle batteries.*

### Raider Medium Cruiser

TMF: 50

NPV: 145 (175)

CPV: 120 (150)

Hull: 12 hull integrity (3/3/2/2/2) 1 crew

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Main Drive: 4

FTL

2 Fire Controls

1 PDS

1 Class-2 Beam (F/FP/FS)

2 Class-1 Needle Beams (2x F/FP/FS)

2 Class-1 Beams

2 Class-1 Transporter Beams

Troop Hold: 3 MASS (1/1/1) [Can carry up to 6 MBPs]

5 MASS not used

*Unlike lighter raider warships, the medium cruiser is designed to operate solo*

### Raider Battleship

TMF: 110

NPV: 318 (378)

CPV: 329 (389)

Hull: 30 hull integrity (6/6/6/6/6) 3 crew

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Main Drive: 2

FTL

3 Fire Controls

1 Enhanced Sensors

2 PDS

2 Class-2 Needle Beams (F/FP, F/FS)

3 Class-2 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

2 Class-1 Beams

2 Class-1 Transporter Beams

1 Fighter Bay

Troop Hold: 6 MASS (2/1/1/1/1) [Can carry up to 12 MBPs]

Cargo Hold: 3 MASS (1/1/1)

11 MASS not used

*The raider battleship loses the speed of her cruiser sisters, but makes up for it with heavier batteries and a single fighter flight.*

### Raider Heavy Cruiser

TMF: 70

NPV: 238 (198)

CPV: 177 (217)

Hull: 20 hull integrity (4/4/4/4/4) 2 crew

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Main Drive: 4

FTL

2 Fire Controls

2 PDS

2 Class-2 Beams (F/FP/AP, F/FS/AS)

2 Class-1 Needle Beams (2x F/FP/FS)

2 Class-1 Beams

2 Class-1 Transporter Beams

Troop Hold: 4 MASS (1/1/1/1) [Can carry up to 8 MBPs]

7 MASS not used

*The heavy cruiser is simply a slightly more capable medium cruiser, but can take much more punishment.*

### Raider Mothership

TMF: 200

NPV: 537 (587)

CPV: 737 (787)

Hull: 40 hull integrity (8/8/8/8/8) 10 crew

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Main Drive: 2

FTL

2 Fire Controls

2 PDS

2 Class-2 Beams (F/FP/AP, F/FS/AS)

3 Class-1 Beams

6 Fighter Bays

Troop Hold: 5 MASS (1/1/1/1/1) [Can carry up to 10 MBPs]

Cargo Hold: 20 MASS (4/4/4/4/4)

Passenger Hold: 10 MASS (2/2/2/2/2)

20 MASS not used

*Motherships either operate as fighter platforms supporting lighter raiders or beyond the scope of the scenario.*

## Imperial Union of Onlashu

### Ashu'Tarn-class Heavy Strike Destroyer

TMF: 40  
NPV: 148  
CPV: 124  
Hull: 12 hull integrity (3/3/3/3) 2 crew  
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Main Drive: 6A  
FTL  
2 Fire Controls  
1 PDS  
1 Class-1 Hi-Intensity Graser (F)  
2 Class-2 Beams (F/FP/AP, F/FS/AS)  
3 Class-1 Beams

### Ashu'Pehn-class Heavy Escort Destroyer

TMF: 40  
NPV: 150  
CPV: 126  
Hull: 12 hull integrity (3/3/3/3) 2 crew  
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Main Drive: 6A  
FTL  
1 Fire Control  
1 ADFC  
4 PDS  
1 Twin Particle Array (F/FP/FS)  
2 Class-1 Beams

### Ashu'Taranat-class Light Cruiser (torpedo config)

TMF: 50  
NPV: 188  
CPV: 163  
Hull: 15 hull integrity (4/4/4/3) 3 crew  
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Main Drive: 4A  
FTL  
2 Fire Controls  
3 PDS  
1 Class-3 Beam (F)  
2 Twin Particle Arrays (F/FP/AP, F/FS/AS)  
1 Class-2 Beam (F/FP/FS)  
1 SR Pulse Torpedo (F/FP/FS)

### Ashu'Valn-class Heavy Destroyer

TMF: 40  
NPV: 152  
CPV: 128  
Hull: 12 hull integrity (3/3/3/3) 2 crew  
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Main Drive: 6A  
FTL  
2 Fire Controls  
1 PDS  
2 Twin Particle Arrays (F/FP/AP, F/FS/AS)  
3 Class-1 Beams

### Ashu'Taranat-class Light Cruiser (gunship config)

TMF: 50  
NPV: 188  
CPV: 163  
Hull: 15 hull integrity (4/4/4/3) 3 crew  
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Main Drive: 4A  
FTL  
2 Fire Controls  
3 PDS  
1 Class-3 Beam (F)  
2 Twin Particle Arrays (F/FP/AP, F/FS/AS)  
1 Class-2 Beam (F/FP/FS)  
3 Class-1 Beams

### Ashu'Valanat-class Light Cruiser (standard config)

TMF: 50  
NPV: 184  
CPV: 159  
Hull: 15 hull integrity (4/4/4/3) 3 crew  
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Main Drive: 4A  
FTL  
2 Fire Controls  
1 ADFC  
4 PDS  
1 Class-3 Beam (F)  
3 Class-2 Beams (F/FP/FS, F/FP/AP, F/FS/AS)  
2 Class-1 Beams

*Both configurations of the Ashu'Taranat are variants of the Ashu'Valanat*

**Ashu'Zilanat-class Fast Light Cruiser**

TMF: 50

NPV: 192

CPV: 167

Hull: 15 hull integrity (4/4/4/3) 3 crew

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Main Drive: 6A

FTL

2 Fire Controls

2 PDS

2 Class-1 Hi-intensity Grasers (2x F)

2 Twin Particle Arrays (F/FP/AP, F/FS/AS)

1 Class-1 Beam

**Ashu'Zipenat-class Fast Medium Cruiser (escort config)**

TMF: 60

NPV: 225

CPV: 201

Hull: 18 hull integrity (5/5/4/4) 3 crew

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Main Drive: 6A

FTL

2 Fire Controls

1 ADFC

4 PDS

Level-1 Screens

1 Class-1 Hi-intensity Graser (F)

1 Twin Particle Array (F/FP/FS)

2 Class-1 Beams

**Ashu'Zikunat-class Fast Medium Cruiser (standard config)**

TMF: 60

NPV: 229

CPV: 205

Hull: 18 hull integrity (5/5/4/4) 3 crew

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Main Drive: 6A

FTL

2 Fire Controls

2 PDS

Level-1 Screens

2 Class-1 Hi-intensity Grasers (F, F/FP/FS)

2 Twin Particle Arrays (F/FP/AP, F/FS/AS)

**Ashu'Tarukat-class Medium Cruiser (standard config)**

TMF: 60

NPV: 228

CPV: 204

Hull: 18 hull integrity (5/5/4/4) 3 crew

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Main Drive: 4A

FTL

2 Fire Controls

3 PDS

Level-1 Screens

1 Class-3 Beam (F/FP/FS)

2 Class-1 Hi-intensity Grasers (2x F)

2 Twin Particle Arrays (F/FP/AP, F/FS/AS)



### Ashu'Perukat-class Medium Cruiser (escort config)

TMF: 60

NPV: 226

CPV: 202

Hull: 18 hull integrity (5/5/4/4) 3 crew

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Main Drive: 4A

FTL

2 Fire Controls

1 ADFC

5 PDS

Level-1 Screens

1 Class-3 Beam (F/FP/FS)

2 Twin Particle Arrays (F/FP/AP, F/FS/AS)

### Ashu'Bi'Fyrinat-class Strike Cruiser

TMF: 100

NPV: 372 (387)

CPV: 372 (387)

Hull: 30 hull integrity (8/8/7/7) 5 crew

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Main Drive: 4A

FTL

3 Fire Controls

3 PDS

Level-1 Screens

4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)

6 Class-1 Beams

1 Class-1 Transporter Beam

1 Fighter Bay

Troop Hold: 1 MASS (1) (3 MBPs)

### Curaxat-class Strategic Weapons Cruiser

TMF: 120

NPV: 451

CPV: 475

Hull: 36 hull integrity (9/9/9/9) 6 crew

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Main Drive: 4A

FTL

3 Fire Controls

3 PDS

Level-1 Screens

1 Medium Spinal Mount-Beam (F)

2 Class-2 Beams (F/FP/AP, F/FS/AS)

4 Class-1 Beams

6 Heavy Missiles

*(The Curaxat class was designed when the Onlashu believed the Karessangan was going to embark on a war of extermination and decided to produce some form of deterrent. The Curaxat is a very rare unit, and some in the Union wish to eliminate them altogether, but they're felt to be the only potential deterrent to the Karessangan. Unlike all other classes, however, the Onlashu did not adopt normal naming conventions for this class--the closest English translation is 'undesirable to a maximum extent'])*



**Ashu'Bi'Pevunat-class Battlecruiser (escort config)**

TMF: 100

NPV: 378

CPV: 378

Hull: 30 hull integrity (8/8/7/7) 5 crew

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Main Drive: 4A

FTL

3 Fire Controls

1 ADFC

6 PDS

Level-2 Screens

2 Class-1 Hi-Intensity Grasers (2x F)

1 Class-3 Beam (F/FP/FS)

3 Twin Particle Arrays (F/FP/FS, F/FP/AP, F/FS/AS)

**Ashu'Bi'Zivanat-class Fast Battlecruiser (standard config)**

TMF: 100

NPV: 372

CPV: 372

Hull: 30 hull integrity (8/8/7/7) 5 crew

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Main Drive: 6A

FTL

3 Fire Controls

3 PDS

Level-1 Screens

1 Class-2 Hi-Intensity Graser (F)

1 Class-3 Beam (F/FP/FS)

2 Class-2 Beams (F/FP/AP, F/FS/AS)

**Ashu'Bi'Zipenat-class Fast Battlecruiser (escort config)**

TMF: 100

NPV: 369

CPV: 369

Hull: 30 hull integrity (8/8/7/7) 5 crew

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Main Drive: 6A

FTL

3 Fire Controls

1 ADFC

6 PDS

Level-1 Screens

2 Class-1 Hi-Intensity Grasers (2x F)

1 Class-3 Beam (F/FP/FS)

2 Class-2 Beams (F/FP/AP, F/FS/AS)

**Ashu'Ba'Tokonak-class Light Battleship (standard config)**

TMF: 120

NPV: 444

CPV: 468

Hull: 36 hull integrity (9/9/9/9) 6 crew

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Main Drive: 4A

FTL

3 Fire Controls

3 PDS

Level-2 Screens

2 Class-3 Beams (F/FP/AP, F/FS/AS)

3 Twin Particle Arrays (F/FP/FS, F/FP/AP, F/FS/AS)

1 Fighter Bay

**Ashu'Ba'Vakonak-class Light Battleship (fleet config)**

TMF: 120

NPV: 444

CPV: 468

Hull: 36 hull integrity (9/9/9/9) 6 crew

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Main Drive: 4A

FTL

3 Fire Controls

4 PDS

Level-2 Screens

3 Class-3 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

3 Twin Particle Arrays (F/FP/FS, F/FP/AP, F/FS/AS)

2 Class-1 Beams

**Ashu'Ba'Pekonak-class Light Battleship (escort config)**

TMF: 120

NPV: 444

CPV: 468

Hull: 36 hull integrity (9/9/9/9) 6 crew

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Main Drive: 4A

FTL

3 Fire Controls

1 ADCF

9 PDS

Level-2 Screens

2 Class-3 Beams (F/FP/AP, F/FS/AS)

2 Twin Particle Arrays (F/FP/FS, 360)

3 Class-1 Beams

**Ashu'Buvi'Zikonak-class Fast Battleship**

TMF: 160

NPV: 600

CPV: 696

Hull: 48 hull integrity (12/12/12/12) 8 crew

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Main Drive: 5A

FTL

3 Fire Controls

4 PDS

Level-2 Screens

1 Class-2 Hi-Intensity Graser (F)

2 Class-3 Beams (F/FP/AP, F/FS/AS)

4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)

**Ashu'Buvi'Tukanok-class Battleship**

TMF: 160

NPV: 606

CPV: 702

Hull: 48 hull integrity (12/12/12/12) 8 crew

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Main Drive: 3A

FTL

3 Fire Controls

6 PDS

Level-2 Screens

1 Class-2 Hi-Intensity Graser (F)

3 Class-3 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

6 Twin Particle Arrays (2x F/FP/FS, 2x F/FP/AP, 2x F/FS/AS)

2 Class-1 Beams

### Ashu'Davi'Tukanok-class Dreadnought

TMF: 240

NPV: 915

CPV: 1251

Hull: 72 hull integrity (18/18/18/18) 12 crew

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Main Drive: 3A

FTL

4 Fire Controls

9 PDS

Level-2 Screens

1 Meson Projector (F)

1 Class-2 Hi-Intensity Graser (F)

4 Class-3 Beams (2x F/FP/AP, 2x F/FS/AS)

8 Twin Particle Arrays (4x F/FP/AP, 4x F/FS/AS)

4 Class-1 Hi-Intensity Grasers (2x F/FP/AP, 2x F/FS/AS)

### Ashu'Fuja'Tukanok-class Superdreadnought

TMF: 320

NPV: 1218

CPV: 1922

Hull: 96 hull integrity (24/24/24/24) 16 crew

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Main Drive: 3A

FTL

5 Fire Controls

10 PDS

Level-2 Screens

2 Meson Projectors (2x F)

1 Class-2 Hi-Intensity Graser (F)

6 Class-3 Beams (2x F/FP/FS, 2x F/FP/AP, 2x F/FS/AS)

10 Twin Particle Arrays (5x F/FP/AP, 5x F/FS/AS)

6 Class-1 Hi-Intensity Grasers (3x F/FP/AP, 3x F/FS/AS)

### Ashu'Fuja'Tukawir-class Superdreadnought (carrier config)

TMF: 320

NPV: 1218

CPV: 1922

Hull: 96 hull integrity (24/24/24/24) 16 crew

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Main Drive: 3A

FTL

5 Fire Controls

10 PDS

Level-2 Screens

2 Meson Projectors (2x F)

1 Class-2 Hi-Intensity Graser (F)

3 Class-3 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

10 Twin Particle Arrays (5x F/FP/AP, 5x F/FS/AS)

6 Class-1 Hi-Intensity Grasers (3x F/FP/AP, 3x F/FS/AS)

2 Fighter Bays

### Ashu'Davi'Zunokak-class Fast Dreadnought

TMF: 240

NPV: 898

CPV: 1234

Hull: 72 hull integrity (18/18/18/18) 12 crew

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Main Drive: 5A

FTL

4 Fire Controls

8 PDS

Level-2 Screens

1 Class-2 Hi-Intensity Graser (F)

3 Class-3 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

5 Twin Particle Arrays (F/FP/FS, 2x F/FP/AP, 2x F/FS/AS)

2 Class-1 Hi-Intensity Grasers (F/FP/AP, F/FS/AS)

### Ashu'Wir'Tali-class Patrol Carrier

TMF: 160

NPV: 598

CPV: 694

Hull: 40 hull integrity (10/10/10/10) 8 crew

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Main Drive: 3A

FTL

3 Fire Controls

Enhanced Sensors

10 PDS

Level-2 Screens

3 Twin Particle Arrays (F/FP/FS, F/FP/AP, F/FS/AS)

4 Class-1 Beams

4 Fighter Bays

### Ashu'Wiru'Tarn-class Battlecarrier

TMF: 240

NPV: 907

CPV: 1243

Hull: 60 hull integrity (15/15/15/15) 12 crew

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Main Drive: 3A

FTL

4 Fire Controls

10 PDS

Level-2 Screens

1 Class-2 Hi-Intensity Graser (F)

4 Class-3 Beams (2x F/FP/AP, 2x F/FS/AS)

6 Twin Particle Arrays (3x F/FP/AP, 3x F/FS/AS)

4 Class-1 Beams

3 Fighter Bays

### Ashu'Wiru'Tula-class Fleet Carrier

TMF: 240

NPV: 895

CPV: 1231

Hull: 60 hull integrity (15/15/15/15) 12 crew

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Main Drive: 3A

FTL

3 Fire Controls

16 PDS

Level-2 Screens

6 Meson Projectors (6x F)

7 Class-1 Beams

6 Fighter Bays

## On'Lashu'Wirka-class Heavy Fleet Carrier (both sections)

TMF: 400

NPV: 1466

CPV: 1866

### Heavy Fleet Carrier (port section)

TMF: 200

NPV: 733

CPV: 933

Hull: 60 hull integrity (15/15/15/15) 10 crew

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Main Drive: 3A

FTL

2 Fire Controls

12 PDS

Level-2 Screens

1 Class-1 Hi-Intensity Graser (F)

3 Twin Particle Arrays (3x F/FP/AP)

5 Fighter Bays

### Heavy Fleet Carrier (starboard section)

TMF: 200

NPV: 733

CPV: 933

Hull: 60 hull integrity (15/15/15/15) 10 crew

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Main Drive: 3A

FTL

2 Fire Controls

12 PDS

Level-2 Screens

1 Class-1 Hi-Intensity Graser (F)

3 Twin Particle Arrays (3x F/FS/AS)

5 Fighter Bays

Alternate: Single-Hull vessel. CPV + 800

120 hull integrity (30/30/30/30) 20 crew

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## Satteragur Coalition

### Agur-Cohli-class Light Cruiser

TMF: 50  
NPV: 174  
CPV: 149  
Hull: 15 hull integrity (4/4/4/3) 3 crew  
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Main Drive: 4  
FTL  
2 Fire Controls  
1 ADFC  
5 PDS  
1 Class-2 Graser (F/FP/FS)  
2 Class-2 Beams (F/FP/AP, F/FS/AS)  
3 Class-1 Beams

### Agur-Duhli-class Medium Cruiser

TMF: 60  
NPV: 208  
CPV: 184  
Hull: 18 hull integrity (5/5/4/4) 3 crew  
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Main Drive: 4  
FTL  
2 Fire Controls  
1 ADFC  
5 PDS  
2 Class-2 Grasers (F/FP/AP, F/FS/AS)  
2 Class-2 Beams (F/FP/AP, F/FS/AS)  
3 Class-1 Beams

### Agur-Duhlitar-class Medium Cruiser (missile)

TMF: 60  
NPV: 208  
CPV: 184  
Hull: 18 hull integrity (5/5/4/4) 3 crew  
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Main Drive: 4  
FTL  
2 Fire Controls  
1 ADFC  
5 PDS  
1 Salvo Missile Rack (F/FP/FS)  
4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)  
3 Class-1 Beams

### Agur-Duhliqam-class Medium Gun Cruiser

TMF: 60  
NPV: 215  
CPV: 191  
Hull: 18 hull integrity (5/5/4/4) 3 crew  
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Main Drive: 4  
FTL  
2 Fire Controls  
3 PDS  
1 Class-2 Hi-Intensity Graser (F)  
4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)  
2 Class-1 Beams

### Agur-Fahri-class Heavy Cruiser

TMF: 80  
NPV: 276  
CPV: 260  
Hull: 24 hull integrity (6/6/6/6) 4 crew  
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Main Drive: 4  
FTL  
2 Fire Controls  
1 ADFC  
5 PDS  
1 Class-3 Beam (F)  
2 Class-2 Grasers (F/FP/AP, F/FS/AS)  
4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)  
3 Class-1 Beams

### Agur-Gohri-class Battlecruiser

TMF: 100  
NPV: 352  
CPV: 352  
Hull: 30 hull integrity (8/8/7/7) 5 crew  
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Main Drive: 4  
FTL  
3 Fire Controls  
6 PDS  
1 Class-2 Hi-Intensity Graser (F)  
2 Class-3 Beams (F/FP, F/FS)  
6 Class-2 Beams (3x F/FP/AP, 3x F/FS/AS)

### Teragur-Kahri-class Battleship

TMF: 140

NPV: 495

CPV: 551

Hull: 42 hull integrity (11/11/10/10) 7 crew

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Main Drive: 3

FTL

3 Fire Controls

6 PDS

Level-1 Screens

1 Class-2 Hi-Intensity Graser (F)

4 Class-3 Beams (F/FP, F/FP/AP, F/FS/AS, F/FS)

2 Class-2 Grasers (F/FP/AP, F/FS/AS)

4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)

### Teragur-Kexri-class Missile Battleship

TMF: 140

NPV: 495

CPV: 551

Hull: 42 hull integrity (11/11/10/10) 7 crew

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Main Drive: 3

FTL

3 Fire Controls

6 PDS

Level-1 Screens

1 Class-2 Hi-Intensity Graser (F)

2 Class-3 Beams (F/FP/AP, F/FS/AS)

2 SMLs (F/FP/AP, F/FS/AS) with CAP-12 Magazine

4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)

### Teragur-Luhri-class Light Dreadnought

TMF: 180

NPV: 634

CPV: 778

Hull: 54 hull integrity (14/14/13/13) 9 crew

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Main Drive: 3

FTL

4 Fire Controls

7 PDS

Level-1 Screens

1 Class-2 Hi-Intensity Graser (F)

4 Class-3 Beams (2x F/FP/AP, 2x F/FS/AS)

4 Class-2 Grasers (2x F/FP/AP, 2x F/FS/AS)

6 Class-2 Beams (3x F/FP/AP, 3x F/FS/AS)

### Teragur-Mohvi-class Fire-Support Dreadnought

TMF: 200

NPV: 712

CPV: 912

Hull: 60 hull integrity (15/15/15/15) 10 crew

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Main Drive: 3

FTL

4 Fire Controls

8 PDS

Level-2 Screens

2 Class-2 Hi-Intensity Grasers (2x F)

2 Class-3 Grasers (2x F)

6 Class-2 Beams (3x F/FP/AP, 3x F/FS/AS)

3 Class-1 Beams

1 Fighter Bay

## Teragur-Pajri-class Superdreadnought

TMF: 280

NPV: 1004

CPV: 1508

Hull: 84 hull integrity (21/21/21/21) 14 crew

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**Main Data Set**

Main Drive: 2

FTL

## 5 Fire Controls

## Enhanced Sensors

10 PDS

## Level-2 Screens

## 1 Class-2 Hi-Intensity Graser (F)

One 3-arc Turret (PF/P/PA) with 1 Class-3 Graser, 2 Class-3 Beams and 2 Class-1 Hi-Intensity Grasers

One 3-arc Turret (SF/P/SA) with 1 Class-3 Graser, 2 Class-3 Beams and 2 Class-1 Hi-Intensity Grasers

10 Class-2 Beams (5x F/FP/AP, 5x F/FS/AS)

2 Fighter Bays

## Teragur-Livri-class Fleet Carrier

TMF: 160

NPV: 563

CPV: 659

Hull: 40 hull integrity (10/10/10/10) 8 crew

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Main Drive: 3

FTL

### 3 Fire Controls

7 PDS

## Level-1 Screens

### 2 Class-3 Beams (F/FP, F/FS)

## 2 Class-2 Grasers (F/FP/AP, F/FS/AS)

4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)

### 4 Fighter Bays

## United Kingdom of Atuhle

### Kopral-class Destroyer

TMF: 30  
NPV: 102  
CPV: 81  
Hull: 8 hull integrity (2/2/2/2) 2 crew  
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Main Drive: 6  
FTL  
2 Fire Controls  
2 PDS  
1 SR Pulse Torpedo (F)  
2 Class-2 Beams (F/FP/AP, F/FS/AS)

### Jiant-class Heavy Destroyer

TMF: 40  
NPV: 136  
CPV: 112  
Hull: 10 hull integrity (3/3/2/2) 2 crew  
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Main Drive: 6  
FTL  
2 Fire Controls  
2 PDS  
1 SR Pulse Torpedo (F)  
1 Class-2 Plasma Cannon (F/FP/FS)  
2 Class-2 Beams (F/FP/AP, F/FS/AS)

### Jiant-Ztaf-class Heavy Destroyer (escort config)

TMF: 40  
NPV: 138  
CPV: 114  
Hull: 10 hull integrity (3/3/2/2) 2 crew  
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Main Drive: 6  
FTL  
2 Fire Controls  
1 ADFC  
4 PDS  
3 Class-2 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

### Jiant-Uhny-class Heavy Plasma Destroyer

TMF: 40  
NPV: 136  
CPV: 112  
Hull: 10 hull integrity (3/3/2/2) 2 crew  
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Main Drive: 6  
FTL  
2 Fire Controls  
2 PDS  
2 Class-2 Plasma Cannons (F/FP/AP, F/FS/AS)  
2 Class-1 Beams

### Otehnahnt-class Light Cruiser

TMF: 50  
NPV: 170  
CPV: 145  
Hull: 12 hull integrity (3/3/3/3) 3 crew  
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Main Drive: 6  
FTL  
2 Fire Controls  
3 PDS  
2 Class-2 Plasma Cannons (2x F/FP/FS)  
2 Class-2 Beams (F/FP/AP, F/FS/AS)  
1 Class-1 Beam

### Otehnahnt-Ztaf-class Light Escort Cruiser

TMF: 50  
NPV: 172  
CPV: 147  
Hull: 12 hull integrity (3/3/3/3) 3 crew  
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Main Drive: 6  
FTL  
2 Fire Controls  
1 ADFC  
4 PDS  
1 Class-2 Plasma Cannon (F/FP/FS)  
2 Class-2 Beams (F/FP/AP, F/FS/AS)  
2 Class-1 Beams

### **Aptahn-class Medium Cruiser (upgraded 1st-Gen)**

TMF: 60  
NPV: 205  
CPV: 181  
Hull: 15 hull integrity (4/4/4/3) 3 crew  
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Main Drive: 6  
FTL  
2 Fire Controls  
1 ADFC  
5 PDS  
2 Class-2 Plasma Cannons (2x F/FP/FS)  
2 Class-2 Beams (F/FP/AP, F/FS/AS)

### **Aptahn-Vuri-class Medium Cruiser (2nd-Gen)**

TMF: 60  
NPV: 208  
CPV: 184  
Hull: 18 hull integrity (5/5/4/4) 3 crew  
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Main Drive: 4  
FTL  
2 Fire Controls  
1 ADFC  
5 PDS  
Level-1 Screens  
2 Class-2 Plasma Cannons (2x F/FP/FS)  
2 Class-2 Beams (F/FP/AP, F/FS/AS)

### **Arjahr-class Heavy Cruiser (upgraded 1st-Gen)**

TMF: 90  
NPV: 311  
CPV: 302  
Hull: 24 hull integrity (6/6/6/6) 5 crew  
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Main Drive: 4  
FTL  
2 Fire Controls  
6 PDS  
1 Class-3 Plasma Cannon (F)  
2 Class-2 Plasma Cannons (F/FP/AP, F/FS/AS)  
3 Class-2 Beams (F/FP/FS, F/FP/AP, F/FS/AS)  
1 Fighter Bay

### **Arjahr-Vuri-class Heavy Cruiser (2nd-Gen)**

TMF: 80  
NPV: 276  
CPV: 260  
Hull: 24 hull integrity (6/6/6/6) 4 crew  
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Main Drive: 4  
FTL  
2 Fire Controls  
1 ADFC  
6 PDS  
Level-1 Screens  
1 Class-3 Beam (F/FP/FS)  
2 Class-2 Plasma Cannons (F/FP/AP, F/FS/AS)  
2 Class-2 Beams (F/FP/AP, F/FS/AS)

### **Uhlonal-class Light Battleship**

TMF: 120  
NPV: 423  
CPV: 447  
Hull: 36 hull integrity (9/9/9/9) 6 crew  
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Main Drive: 2  
FTL  
3 Fire Controls  
8 PDS  
Level-1 Screens  
1 Class-3 Plasma Cannon (F)  
2 Class-3 Beams (F/FP, F/FS)  
2 Class-2 Plasma Cannons (F/FP/AP, F/FS/AS)  
4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)  
1 Fighter Bay

*The United Kingdom of Atuhle experienced a change in design philosophies for their cruiser-scale warships, changing from fast, slender warships to more sturdy but slower warships. However, enough 1<sup>st</sup>-Gen warships remained, and were still useful enough, to be upgraded and remain in active service alongside the warships that were intended to replace them.*

### Ahnaral-class Battleship

TMF: 160

NPV: 563

CPV: 659

Hull: 48 hull integrity (12/12/12/12) 8 crew

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Main Drive: 2

FTL

3 Fire Controls

10 PDS

Level-1 Screens

2 Class-3 Plasma Cannons (2x F)

2 Class-3 Beams (F/FP, F/FS)

6 Class-2 Plasma Cannons (3x F/FP/AP, 3x F/FS/AS)

1 Fighter Bay

### Ahnaral-Arjahr-class Fast Battleship

TMF: 180

NPV: 621

CPV: 765

Hull: 48 hull integrity (12/12/12/12) 9 crew

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Main Drive: 4

FTL

3 Fire Controls

11 PDS

Level-1 Screens

2 Class-3 Plasma Cannons (2x F)

2 Class-3 Beams (F/FP, F/FS)

5 Class-2 Plasma Cannons (F/FP/FS, 2x F/FP/AP, 2x F/FS/AS)

1 Fighter Bay

### Ild'Arzhal-class Dreadnought

TMF: 200

NPV: 704

CPV: 904

Hull: 60 hull integrity (15/15/15/15) 10 crew

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Main Drive: 2

FTL

4 Fire Controls

11 PDS

Level-1 Screens

2 Class-3 Plasma Cannons (2x F)

3 Class-3 Beams (3x F/FP/FS)

8 Class-2 Plasma Cannons (4x F/FP/AP, 4x F/FS/AS)

1 Fighter Bay

### Mhadahr-class Battlecarrier

TMF: 160

NPV: 571

CPV: 667

Hull: 40 hull integrity (10/10/10/10) 8 crew

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Main Drive: 2

FTL

3 Fire Controls

11 PDS

Level-1 Screens

2 Class-3 Beams (F/FP, F/FS)

5 Class-2 Plasma Cannons (F/FP/FS, 2x F/FP/AP, 2x F/FS/AS)

4 Fighter Bays

### Mahral-class Heavy Battlecarrier

TMF: 240

NPV: 854

CPV: 1190

Hull: 60 hull integrity (15/15/15/15) 12 crew

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Main Drive: 2

FTL

4 Fire Controls

12 PDS

Level-1 Screens

3 Class-3 Beams (3x F/FP/FS)

6 Class-2 Plasma Cannons (3x F/FP/AP, 3x F/FS/AS)

6 Fighter Bays

8 Armour (5: 1st Level, 3: 2nd Level)

### Eet-Mahral-class Supercarrier

TMF: 320

NPV: 1159

CPV: 1863

Hull: 80 hull integrity (20/20/20/20) 16 crew

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Main Drive: 2

FTL

3 Fire Controls

12 PDS

Level-1 Screens

5 Class-2 Beams (F/FP/FS, 2x F/FP/AP, 2x F/FS/AS)

8 Class-1 Beams

11 Fighter Bays

28 Armour (12: 1st Level, 8: 2nd Level, 8: 3rd Level)

## Federation of HunuLeummeto

### Leummeto-class Light Cruiser

TMF: 50

NPV: 182

CPV: 157

Hull: 15 hull integrity (4/4/4/3) 3 crew

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Main Drive: 4A

FTL

2 Fire Controls

1 ADFC

4 PDS

1 Class-3 Beam (F)

3 Class-2 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

2 Armour (2: 1st Level)

### Tari-Leummeto-class Light Cruiser-Carrier

TMF: 50

NPV: 180

CPV: 155

Hull: 15 hull integrity (4/4/4/3) 3 crew

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Main Drive: 4A

FTL

2 Fire Controls

3 PDS

2 Class-2 Beams (F/FP/AP, F/FS/AS)

1 Fighter Bay

2 Armour (2: 1st Level)

*Somewhat surprisingly, the Federation of HunuLeummeto still retains spin habitats, but their unique design provides them with a degree of agility that makes them a near-equal of 'normal' advanced drives. However, weapon-wise they aren't that advanced, and they lack screens, but they have thick layers of armour that compensates.*

### Kohnmeto-class Heavy Cruiser

TMF: 80

NPV: 291

CPV: 275

Hull: 24 hull integrity (6/6/6/6) 4 crew

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Main Drive: 3A

FTL

2 Fire Controls

1 ADFC

5 PDS

2 Class-3 Beams (F/FP/AP, F/FS/AS)

4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)

7 Armour (4: 1st Level, 3: 2nd Level)

### Jihnmeto-class Battlecruiser

TMF: 110

NPV: 411

CPV: 422

Hull: 32 hull integrity (8/8/8/8) 6 crew

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Main Drive: 3A

FTL

3 Fire Controls

1 ADFC

6 PDS

3 Class-3 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)

9 Armour (6: 1st Level, 3: 2nd Level)



### Hyhnmeto-class Battleship

TMF: 140

NPV: 530

CPV: 586

Hull: 42 hull integrity (11/11/10/10) 7 crew

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Main Drive: 3A

FTL

3 Fire Controls

1 ADFC

7 PDS

4 Class-3 Beams (2x F/FP/AP, 2x F/FS/AS)

5 Twin Particle Arrays (F/FP/FS, 2x F/FP/AP, 2x F/FS/AS)

12 Armour (6: 1st Level, 3: 2nd Level, 3: 3rd Level)

### Gohnmeto-class Heavy Battleship

TMF: 180

NPV: 678

CPV: 822

Hull: 54 hull integrity (14/14/13/13) 9 crew

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Main Drive: 3A

FTL

4 Fire Controls

10 PDS

4 Class-3 Beams (2x F/FP/AP, 2x F/FS/AS)

6 Twin Particle Arrays (3x F/FP/AP, 3x F/FS/AS)

1 Fighter Bay

16 Armour (8: 1st Level, 4: 2nd Level, 4: 3rd Level)

### Pib-Gohnmeto-class Heavy Battleship--Missile

TMF: 180

NPV: 678

CPV: 822

Hull: 54 hull integrity (14/14/13/13) 9 crew

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Main Drive: 3A

FTL

4 Fire Controls

10 PDS

4 Class-3 Beams (2x F/FP/AP, 2x F/FS/AS)

6 Twin Particle Arrays (3x F/FP/AP, 3x F/FS/AS)

1 SML (F/FP/FS) with CAP-6 Magazine

16 Armour (8: 1st Level, 4: 2nd Level, 4: 3rd Level)

### Zap-Gohnmeto-class Heavy Battleship--Torpedo

TMF: 180

NPV: 678

CPV: 822

Hull: 54 hull integrity (14/14/13/13) 9 crew

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Main Drive: 3A

FTL

4 Fire Controls

10 PDS

4 Class-3 Beams (2x F/FP/AP, 2x F/FS/AS)

6 Twin Particle Arrays (3x F/FP/AP, 3x F/FS/AS)

3 SR Pulse Torpedoes (3x F/FP/FS)

16 Armour (8: 1st Level, 4: 2nd Level, 4: 3rd Level)

### Fuhnmeto-class Dreadnought

TMF: 240

NPV: 904

CPV: 1240

Hull: 72 hull integrity (18/18/18/18) 12 crew

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Main Drive: 3A

FTL

4 Fire Controls

11 PDS

6 Class-3 Beams (3x F/FP/AP, 3x F/FS/AS)

8 Twin Particle Arrays (4x F/FP/AP, 4x F/FS/AS)

1 Fighter Bay

24 Armour (12: 1st Level, 6: 2nd Level, 6: 3rd Level)

### Pib-Fuhnmeto-class Dreadnought--Missile

TMF: 240

NPV: 904

CPV: 1240

Hull: 72 hull integrity (18/18/18/18) 12 crew

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Main Drive: 3A

FTL

4 Fire Controls

11 PDS

6 Class-3 Beams (3x F/FP/AP, 3x F/FS/AS)

8 Twin Particle Arrays (4x F/FP/AP, 4x F/FS/AS)

1 SML (F/FP/FS) with CAP-6 Magazine

24 Armour (12: 1st Level, 6: 2nd Level, 6: 3rd Level)

### **Zap-Fuhnmeto-class Dreadnought--Torpedo**

TMF: 240

NPV: 904

CPV: 1240

Hull: 72 hull integrity (18/18/18/18) 12 crew

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Main Drive: 3A

FTL

4 Fire Controls

11 PDS

6 Class-3 Beams (3x F/FP/AP, 3x F/FS/AS)

8 Twin Particle Arrays (4x F/FP/AP, 4x F/FS/AS)

3 SR Pulse Torpedoes (3x F/FP/FS)

24 Armour (12: 1st Level, 6: 2nd Level, 6: 3rd Level)

### **Dohnmeto-class Superdreadnought**

TMF: 300

NPV: 1157

CPV: 1757

Hull: 90 hull integrity (23/23/22/22) 15 crew

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Main Drive: 3A

FTL

5 Fire Controls

13 PDS

8 Class-3 Beams (4x F/FP/AP, 4x F/FS/AS)

10 Twin Particle Arrays (5x F/FP/AP, 5x F/FS/AS)

1 Fighter Bay

30 Armour (12: 1st Level, 6: 2nd Level, 6: 3rd Level, 6: 4th Level)

## Pib-Dohnmeto-class Superdreadnought--Missile

TMF: 300

NPV: 1157

CPV: 1757

Hull: 90 hull integrity (23/23/22/22) 15 crew

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Main Drive: 3A

FTL

## 5 Fire Controls

13 PDS

8 Class-3 Beams (4x F/FP/AP, 4x F/FS/AS)

10 Twin Particle Arrays (5x F/FP/AP, 5x F/FS/AS)

1 SML (F/FP/FS) with CAP-6 Magazine

30 Armour (12: 1st Level, 6: 2nd Level, 6: 3rd Level, 6: 4th Level)

## Zap-Dohnmeto-class Superdreadnought--Torpedo

TMF: 300

NPV: 1157

CPV: 1757

Hull: 90 hull integrity (23/23/22/22) 15 crew

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Main Drive: 3A

FTL

## 5 Fire Controls

13 PDS

8 Class-3 Beams (4x F/FP/AP, 4x F/FS/AS)

10 Twin Particle Arrays (5x F/FP/AP, 5x F/FS/AS)

3 SR Pulse Torpedoes (3x F/FP/FS)

30 Armour (12: 1st Level, 6: 2nd Level, 6: 3rd Level, 6: 4th Level)

### Tari-Gohnameto-class Battlecarrier

TMF: 200

NPV: 741

CPV: 941

Hull: 60 hull integrity (15/15/15/15) 10 crew

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Main Drive: 3A

FTL

3 Fire Controls

9 PDS

3 Class-3 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)

4 Fighter Bays

12 Armour (6: 1st Level, 3: 2nd Level, 3: 3rd Level)

### Tarpib-Gohnameto-class Missile Carrier

TMF: 200

NPV: 741

CPV: 941

Hull: 60 hull integrity (15/15/15/15) 10 crew

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Main Drive: 3A

FTL

3 Fire Controls

9 PDS

3 Class-3 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)

1 SML (F/FP/AP) with CAP-6 Magazine

1 SML (F/FS/AS) with CAP-6 Magazine

2 Fighter Bays

12 Armour (6: 1st Level, 3: 2nd Level, 3: 3rd Level)

## Federal Union of RaurRastenta

### Raur-Tenta-class Medium Cruiser

TMF: 60  
NPV: 224  
CPV: 200  
Hull: 18 hull integrity (5/5/4/4) 3 crew  
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Main Drive: 5A  
FTL  
2 Fire Controls  
4 PDS  
Level-1 Screens  
1 Class-3 Beam (F)  
2 Twin Particle Arrays (F/FP/AP, F/FS/AS)  
2 Class-1 Beams

### Raur-Atenta-class Battlecruiser

TMF: 100  
NPV: 375  
CPV: 375  
Hull: 30 hull integrity (8/8/7/7) 5 crew  
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Main Drive: 5A  
FTL  
3 Fire Controls  
5 PDS  
Level-1 Screens  
2 Class-3 Beam (F/FP/AP, F/FS/AS)  
4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)

### Raur-Ranta-class Armoured Cruiser

TMF: 100  
NPV: 363  
CPV: 363  
Hull: 30 hull integrity (8/8/7/7) 5 crew  
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Main Drive: 4A  
FTL  
3 Fire Controls  
6 PDS  
Level-1 Screens  
3 Class-3 Beam (F/FP/FS, F/FP/AP, F/FS/AS)  
4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)

*The Raur-Rasana, Raur-Raneta and Raur-Ranta are all variants of each other.*

### Raur-Raneta-class Armoured Cruiser-Carrier

TMF: 100  
NPV: 363  
CPV: 363  
Hull: 30 hull integrity (8/8/7/7) 5 crew  
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Main Drive: 4A  
FTL  
3 Fire Controls  
7 PDS  
Level-1 Screens  
2 Class-3 Beam (F/FP/AP, F/FS/AS)  
2 Class-2 Beams (F/FP/AP, F/FS/AS)  
1 Fighter Bay

### Raur-Rasana-class Light Carrier

TMF: 100  
NPV: 363  
CPV: 363  
Hull: 30 hull integrity (8/8/7/7) 5 crew  
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Main Drive: 4A  
FTL  
3 Fire Controls  
6 PDS  
Level-1 Screens  
4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)  
2 Fighter Bays

### Raur-Kasana-class Missile Cruiser

TMF: 120  
NPV: 437  
CPV: 461  
Hull: 36 hull integrity (9/9/9/9) 6 crew  
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Main Drive: 3A  
FTL  
3 Fire Controls  
1 ADFC  
8 PDS  
Level-1 Screens  
2 SML (2x F/FP/AP) with CAP-8 Magazine  
2 SML (2x F/FS/AS) with CAP-8 Magazine  
7 Class-1 Beams

### Raur-Astenta-class Battleship

TMF: 180

NPV: 670

CPV: 814

Hull: 54 hull integrity (14/14/13/13) 9 crew

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Main Drive: 3A

FTL

4 Fire Controls

8 PDS

Level-2 Screens

5 Class-3 Beam (F/FP/FS, 2x F/FP/AP, 2x F/FS/AS)

6 Twin Particle Arrays (3x F/FP/AP, 3x F/FS/AS)

1 SR Pulse Torpedo (F/FP/FS)

### Raur-Rastenta-class Battlecarrier

TMF: 300

NPV: 1099

CPV: 1699

Hull: 90 hull integrity (23/23/22/22) 15 crew

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Main Drive: 3A

FTL

4 Fire Controls

8 PDS

Level-2 Screens

4 Class-3 Beam (2x F/FP/AP, 2x F/FS/AS)

5 Twin Particle Arrays (F/FP/FS, 2x F/FP/AP, 2x F/FS/AS)

6 Fighter Bays



## Federal Republic of Onahraatsuur

### Raatsuur-Kala-class Medium Cruiser

TMF: 60  
NPV: 230  
CPV: 206  
Hull: 15 hull integrity (4/4/4/3) 3 crew  
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Main Drive: 5A  
FTL  
2 Fire Controls  
3 PDS  
Level-2 Screens  
1 Class-2 Graser (F/FP/FS)  
3 Twin Particle Arrays (F/FP/FS, F/FP/AP, F/FS/AS)

### Raatsuur-Lana-class Medium Escort Cruiser

TMF: 60  
NPV: 229  
CPV: 205  
Hull: 15 hull integrity (4/4/4/3) 3 crew  
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Main Drive: 5A  
FTL  
2 Fire Controls  
1 ADFC  
5 PDS  
Level-2 Screens  
2 Twin Particle Arrays (F/FP/AP, F/FS/AS)  
3 Class-1 Beams

### Raatsuur-Pila-class Missile Cruiser

TMF: 60  
NPV: 221  
CPV: 197  
Hull: 15 hull integrity (4/4/4/3) 3 crew  
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Main Drive: 5A  
FTL  
2 Fire Controls  
4 PDS  
Level-2 Screens  
1 SML (F/FP/FS) with CAP-6 Magazine  
3 Class-1 Beams

### Raatsuur-Hilo-class Light Carrier

TMF: 60  
NPV: 221  
CPV: 197  
Hull: 15 hull integrity (4/4/4/3) 3 crew  
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Main Drive: 5A  
FTL  
2 Fire Controls  
4 PDS  
Level-2 Screens  
3 Class-1 Beams  
1 Fighter Bay

### Buhilo-Raatsuur-class Battlecruiser

TMF: 100  
NPV: 385  
CPV: 385  
Hull: 20 hull integrity (5/5/5/5) 5 crew  
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Main Drive: 5A  
FTL  
3 Fire Controls  
3 PDS  
Level-2 Screens  
1 Class-3 Graser (F)  
4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)  
1 Fighter Bay

### Buhr-Raatsuur-class Assault Battlecruiser

TMF: 100  
NPV: 390  
CPV: 390  
Hull: 20 hull integrity (5/5/5/5) 5 crew  
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Main Drive: 5A  
FTL  
3 Fire Controls  
3 PDS  
Level-2 Screens  
1 Class-3 Graser (F)  
4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)  
9 Armour (4: 1st Level, 3: 2nd Level, 2: 3rd Level)

### Cahilo-Raatsuur-class Fast Battleship

TMF: 160

NPV: 613

CPV: 709

Hull: 32 hull integrity (8/8/8/8) 8 crew

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Main Drive: 5A

FTL

3 Fire Controls

6 PDS

Level-2 Screens

2 Class-3 Grasers (F/FP, F/FS)

6 Twin Particle Arrays (3x F/FP/AP, 3x F/FS/AS)

1 Fighter Bay

### Cahr-Raatsuur-class Fast Assault Battleship

TMF: 160

NPV: 618

CPV: 714

Hull: 32 hull integrity (8/8/8/8) 8 crew

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Main Drive: 5A

FTL

3 Fire Controls

6 PDS

Level-2 Screens

2 Class-3 Grasers (F/FP, F/FS)

6 Twin Particle Arrays (3x F/FP/AP, 3x F/FS/AS)

9 Armour (4: 1st Level, 3: 2nd Level, 2: 3rd Level)

### Duraku-Raatsuur-class Dreadnought

TMF: 220

NPV: 847

CPV: 1111

Hull: 44 hull integrity (11/11/11/11) 11 crew

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Main Drive: 4A

FTL

4 Fire Controls

6 PDS

Level-2 Screens

4 Class-3 Grasers (2x F, F/FP, F/FS)

8 Twin Particle Arrays (4x F/FP/AP, 4x F/FS/AS)

1 Fighter Bay

9 Armour (4: 1st Level, 3: 2nd Level, 2: 3rd Level)

## Faruku-Raatsuur-class Superdreadnought

TMF: 280

NPV: 1081

CPV: 1585

Hull: 56 hull integrity (14/14/14/14) 14 crew

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Main Drive: 3A

FTL

5 Fire Controls

8 PDS

Level-2 Screens

6 Class-3 Grasers (3x F/FP, 3x F/FS)

10 Twin Particle Arrays (5x F/FP/AP, 5x F/FS/AS)

1 Fighter Bay

14 Armour (6: 1st Level, 4: 2nd Level, 4: 3rd Level)

## August Federation of Delaritne'ah

### Delar-Suki-class Medium Cruiser

TMF: 60

NPV: 212

CPV: 188

Hull: 20 hull integrity (5/5/5/5) 3 crew

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Main Drive: 2

FTL

2 Fire Controls

1 ADFC

5 PDS

Level-1 Screens

2 Class-3 Beams (F/FP, F/FS)

3 Class-2 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

### Delar-Nakhi-class Light Carrier

TMF: 80

NPV: 278

CPV: 262

Hull: 28 hull integrity (7/7/7/7) 4 crew

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Main Drive: 2

FTL

2 Fire Controls

4 PDS

Level-1 Screens

1 Class-3 Beam (F)

2 Class-2 Beams (F/FP/AP, F/FS/AS)

2 Fighter Bays

### Delarit-Suki-class Heavy Cruiser

TMF: 80

NPV: 280

CPV: 264

Hull: 28 hull integrity (7/7/7/7) 4 crew

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Main Drive: 2

FTL

2 Fire Controls

1 ADFC

6 PDS

Level-2 Screens

2 Class-3 Beams (F/FP, F/FS)

4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)

*The August Federation of Delaritne'ah are quite low-tech, having ships that are built around a large spin habitat. Their ships are very slow, but are extremely sturdy, protected by screens to further augment their staying power, and armed with reliable weapon batteries.*

3 Pulse Torpedoes (F/FP/FS, F/FP/AP, F/FS/AS)

## 2 Pulse Torpedoes (F/FP, F/FS)

Total MASS: 400  
Total NPV: 1382  
Total CPV: 1782

TMF: 200  
NPV: 733  
CPV: 933

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2 Fighter Bays

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2 Fighter Bays

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## Empire of OreluLad-ras

(note: the class names are English translations of the various class names given to the Empire's ships by the other powers)

### 'Berserker'-class Gunboat

TMF: 10  
NPV: 40  
CPV: 31  
Hull: 3 hull integrity (1/1/1) 1 crew  
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Main Drive: 6A  
No FTL  
1 Fire Control  
1 Class-1 Hi-Intensity Graser (F)  
1 Class-1 Beam

### 'Valkyrie'-class Escort Boat

TMF: 10  
NPV: 39  
CPV: 30  
Hull: 3 hull integrity (1/1/1) 1 crew  
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Main Drive: 6A  
No FTL  
1 ADFC  
2 PDS

### 'Longship'-class Fighter Barge

TMF: 20  
NPV: 78  
CPV: 62  
Hull: 4 hull integrity (1/1/1/1) 1 crew  
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Main Drive: 3A  
No FTL  
1 ADFC  
2 PDS  
1 Fighter Bay

### 'Handmaiden'-class Escort Barge

TMF: 20  
NPV: 79  
CPV: 63  
Hull: 4 hull integrity (1/1/1/1) 1 crew  
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Main Drive: 3A  
No FTL  
1 Fire Control  
1 ADFC  
6 PDS  
2 Class-2 Beams (F/FP/AP, F/FS/AS)





## Dominion of Karessangan (Ancients)

### Sangan-Arka-class Fast Attack Ship (alpha config)

TMF: 100

NPV: 463

CPV: 463

Hull: 21 hull integrity (7/7/7) 5 crew

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Main Drive: 6A

Advanced FTL

2 Advanced Fire Controls

2 PDS

Level-2 Advanced Screens

1 Small Spinal Mount-Beam (F)

3 Class-2 Phasers (F/FP/FS, F/FP/AP, F/FS/AS)

### Sangan-Beka-class Fast Attack Ship (beta config)

TMF: 100

NPV: 463

CPV: 463

Hull: 21 hull integrity (7/7/7) 5 crew

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Main Drive: 6A

Advanced FTL

2 Advanced Fire Controls

2 PDS

Level-2 Advanced Screens

4 Class-1 Hi-Intensity Grasers (4x F)

3 Class-2 Phasers (F/FP/FS, F/FP/AP, F/FS/AS)

### Ressangan-class Cruiser

TMF: 160

NPV: 758

CPV: 854

Hull: 33 hull integrity (11/11/11) 8 crew

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Main Drive: 5A

Advanced FTL

3 Advanced Fire Controls

4 PDS

Level-2 Advanced Screens

1 Medium Spinal Mount-Beam (F)

6 Class-2 Phasers (3x F/FP/AP, 3x F/FS/AS)

### Karessangan-class Battlecruiser

TMF: 240

NPV: 1152

CPV: 1488

Hull: 48 hull integrity (16/16/16) 12 crew

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Main Drive: 5A

Advanced FTL

4 Advanced Fire Controls

8 PDS

Level-2 Advanced Screens

1 Medium Spinal Mount-Beam (F)

2 Class-3 Phasers (F/FP/FS/AP, F/FP/FS/AS)

4 Class-2 Phasers (2x F/FP/AP, 2x F/FS/AS)

### Vakaressangan-class Dreadnought

TMF: 360

NPV: 1774

CPV: 2710

Hull: 72 hull integrity (24/24/24) 18 crew

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Main Drive: 4A

Advanced FTL

4 Advanced Fire Controls

10 PDS

Level-2 Advanced Screens

1 Heavy Spinal Mount-Beam (F)

4 Class-3 Phasers (2x F/FP/AP, 2x F/FS/AS)

8 Class-2 Phasers (4x F/FP/AP, 4x F/FS/AS)

### Sangan-Hika-class Fast Attack Ship (carrier config)

TMF: 100

NPV: 455

CPV: 455

Hull: 20 hull integrity (7/7/6) 5 crew

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Main Drive: 6A

Advanced FTL

2 Advanced Fire Controls

2 PDS

Level-2 Advanced Screens

3 Class-2 Phasers (F/FP/FS, F/FP/AP, F/FS/AS)

1 Fighter Bay

### Vakaressangan-class Dreadnought (Carrier variant)

TMF: 360

NPV: 1758

CPV: 2694

Hull: 72 hull integrity (24/24/24) 18 crew

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Main Drive: 4A

Advanced FTL

4 Advanced Fire Controls

8 PDS

Level-2 Advanced Screens

1 Medium Spinal Mount-Beam (F)

4 Class-3 Phasers (2x F/FP/AP, 2x F/FS/AS)

8 Class-2 Phasers (4x F/FP/AP, 4x F/FS/AS)

2 Fighter Bays

## Fixed Defences

Micro-DEFSATs are found either on their own, operating as super-heavy mines by lying in wait until they pop out of cloak and fire, or in DEFSAT chains supported by a DEFSAT Control Centre, which can provide screen protection.

### Micro-DEFSAT (C3B)

TMF: 10  
NPV: 46  
CPV: 37  
Hull: 2 hull integrity (1/1) 1 crew  
[ ]  
[\*]  
No Main Drive  
No FTL  
1 Fire Control  
6-arc Turret with 1 Class-3 Beam  
Tuffley Cloak

### Micro-DEFSAT (PT)

TMF: 10  
NPV: 46  
CPV: 37  
Hull: 2 hull integrity (1/1) 1 crew  
[ ]  
[\*]  
No Main Drive  
No FTL  
1 Fire Control  
6-arc Turret with 1 Pulse Torpedo  
Tuffley Cloak

### Micro-DEFSAT (C2PC)

TMF: 10  
NPV: 46  
CPV: 37  
Hull: 2 hull integrity (1/1) 1 crew  
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[\*]  
No Main Drive  
No FTL  
1 Fire Control  
6-arc Turret with 1 Class-2 Plasma Cannon  
Tuffley Cloak

### Micro-DEFSAT (C2G)

TMF: 10  
NPV: 46  
CPV: 37  
Hull: 2 hull integrity (1/1) 1 crew  
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[\*]  
No Main Drive  
No FTL  
1 Fire Control  
6-arc Turret with 1 Class-2 Graser  
Tuffley Cloak

### Micro-DEFSAT (SMR)

TMF: 10  
NPV: 46  
CPV: 37  
Hull: 2 hull integrity (1/1) 1 crew  
[ ]  
[\*]  
No Main Drive  
No FTL  
1 Fire Control  
6-arc Turret with 1 SMR  
Tuffley Cloak

### Micro-DEFSAT (SRPT)

TMF: 10  
NPV: 46  
CPV: 37  
Hull: 2 hull integrity (1/1) 1 crew  
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No Main Drive  
No FTL  
1 Fire Control  
6-arc Turret with 2 SR Pulse Torpedoes  
Tuffley Cloak

### Micro-DEFSAT (TPA)

TMF: 10  
NPV: 50  
CPV: 41  
Hull: 2 hull integrity (1/1) 1 crew  
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No Main Drive  
No FTL  
1 Fire Control  
6-arc Turret with 2 Twin Particle Arrays  
Tuffley Cloak

### Micro-DEFSAT (TSP)

TMF: 10  
NPV: 46  
CPV: 37  
Hull: 2 hull integrity (1/1) 1 crew  
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No Main Drive  
No FTL  
1 Fire Control  
6-arc Turret with 4 Turreted Submunition Packs  
Tuffley Cloak



### Heavy Pulse DEFSAT

TMF: 100

NPV: 435

CPV: 435

Hull: 24 hull integrity (8/8/8) 5 crew

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No Main Drive

No FTL

3 Fire Controls

1 ADFC

11 PDS

Level-2 Screens

2 Class-4 Beams (2x 360)

4 Pulse Torpedoes (2x PF/P/PA, 2x SF/S/SA)

### Heavy Graser DEFSAT

TMF: 100

NPV: 435

CPV: 435

Hull: 24 hull integrity (8/8/8) 5 crew

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No Main Drive

No FTL

3 Fire Controls

1 ADFC

11 PDS

Level-2 Screens

2 Class-4 Beams (2x 360)

4 Class-2 Grasers (4x 360)

### Heavy Plasma DEFSAT

TMF: 100

NPV: 435

CPV: 435

Hull: 24 hull integrity (8/8/8) 5 crew

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No Main Drive

No FTL

3 Fire Controls

1 ADFC

11 PDS

Level-2 Screens

2 Class-4 Beams (2x 360)

4 Class-2 Plasma Cannons (4x 360)

### Heavy Beam DEFSAT

TMF: 100

NPV: 435

CPV: 435

Hull: 24 hull integrity (8/8/8) 5 crew

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No Main Drive

No FTL

3 Fire Controls

1 ADFC

11 PDS

Level-2 Screens

2 Class-4 Beams (2x 360)

2 Class-3 Beams (2x 360)

2 Class-2 Beams (2x 360)

### Heavy Missile DEFSAT

TMF: 100

NPV: 435

CPV: 435

Hull: 24 hull integrity (8/8/8) 5 crew

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No Main Drive

No FTL

3 Fire Controls

1 ADFC

11 PDS

Level-2 Screens

2 Class-4 Beams (2x 360)

2 SMLs (PF/P/PA, SF/S/SA) with CAP-18 Magazine (6 ExR Salvoes)

### DEFSAT Control Centre

TMF: 100

NPV: 434

CPV: 434

Hull: 24 hull integrity (8/8/8) 5 crew

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No Main Drive

No FTL

2 Fire Controls

2 ADFC

16 PDS

Level-1 Area Screens

4 Class-2 Beams (4x 360)

22 Armour (8: 1st Level. 8: 2nd Level. 6: 3rd Level)

### Superheavy Pulse DEFSAT

TMF: 160

NPV: 648

CPV: 744

Hull: 36 hull integrity (12/12/12) 8 crew

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No Main Drive

No FTL

4 Fire Controls

2 ADFC

16 PDS

Level-2 Screens

2 Class-4 Beams (2x 360)

4 LR Pulse Torpedoes (2x PF/P/PA, 2x SF/S/SA)

### Superheavy Graser DEFSAT

TMF: 160

NPV: 648

CPV: 744

Hull: 36 hull integrity (12/12/12) 8 crew

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No Main Drive

No FTL

4 Fire Controls

2 ADFC

16 PDS

Level-2 Screens

2 Class-4 Beams (2x 360)

2 Class-3 Grasers (2x 360)

2 Class-2 Grasers (2x 360)

### Superheavy Plasma DEFSAT

TMF: 160

NPV: 648

CPV: 744

Hull: 36 hull integrity (12/12/12) 8 crew

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No Main Drive

No FTL

4 Fire Controls

2 ADFC

16 PDS

Level-2 Screens

2 Class-4 Beams (2x 360)

2 Class-3 Plasma Cannons (2x 360)

2 Class-2 Plasma Cannons (2x 360)

### Superheavy Beam DEFSAT

TMF: 160

NPV: 648

CPV: 744

Hull: 36 hull integrity (12/12/12) 8 crew

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No Main Drive

No FTL

4 Fire Controls

2 ADFC

16 PDS

Level-2 Screens

2 Class-4 Beams (2x 360)

4 Class-3 Beams (4x 360)

4 Class-2 Beams (4x 360)

### Superheavy Missile DEFSAT

TMF: 160

NPV: 648

CPV: 744

Hull: 36 hull integrity (12/12/12) 8 crew

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No Main Drive

No FTL

4 Fire Controls

2 ADFC

16 PDS

Level-2 Screens

2 Class-4 Beams (2x 360)

2 SML (PF/P/PA) with CAP-18 Magazine (6 ExR Salvoes)

2 SML (SF/S/SA) with CAP-18 Magazine (6 ExR Salvoes)

### Heavy DEFSAT Control Centre

TMF: 160

NPV: 732

CPV: 828

Hull: 36 hull integrity (12/12/12) 8 crew

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No Main Drive

No FTL

2 Fire Controls

2 ADFC

24 PDS

Level-1 Area Screens

4 SR Pulse Torpedoes (2x PF/P/PA, 2x SF/S/SA)

4 Class-2 Beams (4x 360)

38 Armour (10: 1st Level. 10: 2nd Level. 10: 3rd Level, 8: 4th Level)

## The Trilegovian Cluster's Factions' Tech Tree

All factions have the generic ships' tech choices included.

### Generic Ships, Civilians and Raiders

PDS (1)  
Advanced ADFC (1)  
Screens (1)  
Stealth Fields (1) [pre-requisite for Tuffley]  
Tuffley Cloak (1)  
Beams: C-1 to 3 (1)  
Pulse Torpedoes (1)  
Transporter Beams (1)  
Salvo Missile Launcher (1)  
Superior Sensors (1)  
Needle Beams (1)

**Total Tech Choices: 11**

### Raiders

*Fighter Choices:*  
Standard Beam Fighter (1)  
Assault Shuttles (1)

**Total Tech Choices: 13**

### Imperial Union of Onlashu

Advanced Drives (3)  
Twin Particle Arrays (1)  
Standard Grasers (1)  
Hi-Intensity Grasers (1)  
Spinal Mount-Beam (1)  
Heavy Missiles (1)

*Fighter Choices:*  
Standard Beam Fighter (1)  
Heavy Fighter (1)  
Assault Fighter (1)  
Long-Range Fighter (1)  
Torpedo Fighter (1)

(three fighter types: Long-Range Interceptor, Heavy Assault, Heavy Torpedo)

**Total Tech Choices: 24**

### Satteragur Coalition

Standard Grasers (1)  
Hi-Intensity Grasers (1)  
Turrets (1)

*Fighter Choices:*  
Standard Beam Fighter (1)  
Fast Fighter (1)  
Long-Range Fighter (1)

(two types: Fast Long-Range, Fast Long-Range Interceptor)

**Total Tech Choices: 17**

### United Kingdom of Atuhle

Plasma Cannons (1)  
Armour (1)  
Layered Armour (1)

*Fighter Choices:*  
Standard Beam Fighter (1)  
Long-Range Fighter (1)  
Torpedo Fighter (1)  
Heavy Fighter (1)

(three fighter types: Heavy Torpedo, Long-Range Fighter, Long-Range Interceptor)

**Total Tech Choices: 18**

### Federation of HunuLeummeto

Advanced Drives (3)  
Armour (1)  
Layered Armour (1)  
Twin Particle Arrays (1)

*Fighter Choices:*  
Standard Beam Fighter (1)  
Heavy Fighter (1)  
Torpedo Fighter (1)

(two fighter types: Heavy Interceptor, Heavy Torpedo Fighter)

**Total Tech Choices: 20**



### Federal Union of RaurRastenta

Advanced Drives (3)  
Twin Particle Arrays (1)

#### *Fighter Choices:*

Standard Beam Fighter (1)  
Heavy Fighter (1)  
Assault Fighter (1)

(two fighter types: Heavy Assault Fighter, Heavy Interceptor)

**Total Tech Choices: 18**

### Federal Republic of Onahraatsuur

Advanced Drives (3)  
Standard Grasers (1)  
Twin Particle Arrays (1)  
Armour (1)  
Layered Armour (1)

#### *Fighter Choices:*

Standard Beam Fighter (1)  
Long-Range Fighter (1)  
Fast Fighter (1)

(one fighter type: Fast Long-Range Fighter)

**Total Tech Choices: 21**

### August Federation of Delaritne'ah

Beams: C-4 to 6 (1)  
*Fighter Choices:*  
Standard Beam Fighter (1)  
Heavy Fighter (1)  
Long-Range Fighter (1)  
Torpedo Fighter (1)  
Attack Fighter (1)  
Assault Shuttle (1)

(four fighter types: Heavy Long-Range Interceptor, Heavy Long-Range Attack Fighter, Heavy Torpedo Fighter, Heavy Assault Shuttle)

**Total Tech Choices: 18**

### Empire of OrelruLad-ras

Advanced Drives (3)  
Standard Grasers (1)  
Hi-Intensity Grasers (1)

#### *Fighter Choices:*

Standard Beam Fighter (1)  
Long-Range Fighter (1)

(one fighter type: Long-Range Fighter)

**Total Tech Choices: 18**

### Dominion of Karessangan (Ancients)

3-row hulls (1)  
Advanced Drives (3)  
Advanced FTL (1)  
Advanced Screens (2)  
Advanced Fire Control (1)  
Standard Grasers (1)  
Hi-Intensity Grasers (1)  
Phasers (1)  
Spinal Mount-Beam (1)

#### *Fighter Choices:*

Standard Beam Fighter (1)  
Long-Range Fighter (1)  
Fast Fighter (1)  
Heavy Fighter (1)  
Attack Fighter (1)  
Graser Fighter (1)  
Multi-Role Fighter (3)

(2 fighter types: Heavy Fast Long-Range Multi-Role Fighter, Heavy Long-Range Graser Fighter)

**Total Tech Choices: 32**

## Fixed Defences

*(note: the figure given below is for all the tech choices, which only the Karessangan would be able to use, in theory--some powers utilise different DEFSAT types based on their ship-borne weaponry. The Atuhle would utilise plasma cannon DEFSATs but not have graser DEFSATs, while the Onahraatsuur would utilise graser DEFSATs and not plasma cannon DEFSATs, and the Delaritne'ah would focus mainly on beam or missile DEFSATs, and not have any plasma cannon or graser DEFSATs.*

3-row hulls (1)

Armour (1)

Layered Armour (1)

Advanced Screens (2) [pre-requisite for Area Screens]

Area Screens (3)

Beams: C-4 to 6 (1)

Plasma Cannons (1)

Grasers (1)

Needle Beams (1)

Turrets (1)

Twin Particle Arrays (1)

Turreted Submunition Pack (1)

**Total Tech Choices: 26**